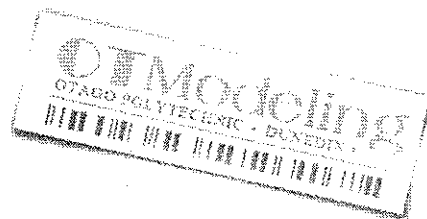


Becky Bauke

Information Sheet for Participants

We really appreciate your opinion!



Occupation: Student

Age group: Under 20 | 20 - 30 | 30 - 40 | 40 - 50 | 50 +

1. How do you feel about this software:



2. Does the system easy to use for you?



3. Do you have any troubles during the use of system?



4. Do you think software provide logic structure to use?



What do you think of these sections best help you to learn?

5. 3D Room simulations



6. Theory Quiz Games



7. Scenario Assessments



8. What do you think of the user interface?
Is it User-Friendly?



9. What was the best bit about the games?

The graphics are amazing very real, & very easy to use. Love the concept. Good way to visually see a home visit. Best way to learn.

10. Is there anything that you think would make the program better?

I found it hard to move completely through the house, maybe a bit touch sensitive. 3 mins for each section would be helpful. Maybe slightly more instruction about clicking on object etc. Maybe have hazards which are more likely to be seen in practice e.g. cords, mats.

Information Sheet for Participants

We really appreciate your opinion!



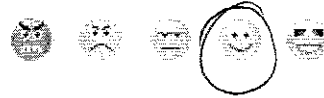
Occupation: Student

Age group: Under 20 | 20 - 30 | 30 - 40 | 40 - 50 | 50 +

1. How do you feel about this software:



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3. Do you have any troubles during the use of system?



4. Do you think software provide logic structure to use?



What do you think of these sections best help you to learn?

5. 3D Room simulations



6. Theory Quiz Games



7. Scenario Assessments



8. What do you think of the user interface?
Is it User-Friendly?



9. What was the best bit about the games?

Moving around the room

10. Is there anything that you think would make the program better?

Make the countdown timer more obvious.


- The graphics are very clear & good. Easy to identify the objects - Nice detail.
- When the 3D room is finished, would be good to have a list of hazards that were missed. OR be able to go back into the room & ~~miss~~ find more objects.
- actual hazards (like cords, rugs,) would be good to have.
- a Kitchen would be appropriate to have.

Maybe make the instructions clearer eg

- 1) Do the 3D room
- 2) Do the scenario questions
- 3) Do the theory questions.

Then have a total score @ the end.

Well done I like it 😊



We really appreciate your opinion!

Age group: Under 20 | 20 - 30 | 30 - 40 | 40 - 50 | 50 +

- What do you think of these sections best help you to learn?***

- 9. What was the best bit about the games?**

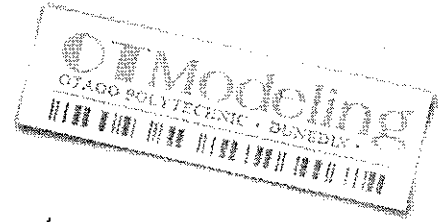
It is good to be able to pick hazards out
Really easy to use and a good way to learn

10. Is there anything that you think would make the program better?

- I think there needs to be more time to complete it
- A kitchen would be good to have
- Would be good to see answers of 3D room + Quiz
- Possibly add more hazards such as cords, mats instead of bottles on floors

Information Sheet for Participants

We really appreciate your opinion!



Occupation: lecturer

Age group: Under 20 | 20 - 30 | 30 - 40 | 40 - 50 | 50 +

1. How do you feel about this software:



2. Does the system easy to use for you?



- see
additional
comments

3. Do you have any troubles during the use of system?



4. Do you think software provide logic structure to use?



What do you think of these sections best help you to learn?

5. 3D Room simulations



6. Theory Quiz Games



7. Scenario Assessments



8. What do you think of the user interface?
Is it User-Friendly?



9. What was the best bit about the games?

Good to have a format that is online
😊

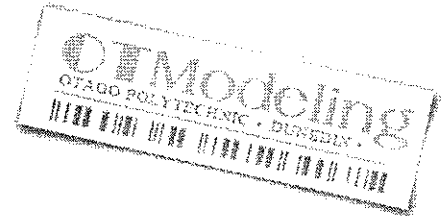
10. Is there anything that you think would make the program better?

See comments by email

4 . Nov. H302 .

Information Sheet for Participants

We really appreciate your opinion!



Occupation: Lecturer

Age group: Under 20 | 20 - 30 | 30 - 40 | 40 - 50 | 50 +

1. How do you feel about this software:



2. Does the system easy to use for you?



3. Do you have any troubles during the use of system?



Time

4. Do you think software provide logic structure to use?



What do you think of these sections best help you to learn?

5. 3D Room simulations



6. Theory Quiz Games



7. Scenario Assessments



8. What do you think of the user interface?
Is it User-Friendly?



9. What was the best bit about the games?

Quality of visual aspect

10. Is there anything that you think would make the program better?

See Over page.

3 minutes too short

CARS

ROSS

COUDS (Electric)

COULD DO WITH A KITCHEN